

FINAL STRUGGLE

Press Kit

Mission

Our product's mission is to revive the nostalgia of older audiences and introduce this classic genre of Point & Click to younger and more comprehensive audience.

Vison

We hope that this title will be a boost or even the catalyst for creating a space in the market for this genre to re-mark its presence.

Market Scope

We want to be present in all browsers, and therefore on all platforms that run them (PC, Smartphones, tablets and other appliances.)

Concept

Final Struggle is a browser, point and click, resource handling and survival game. Set in a post-apocalyptic world, your goal is to ensure your long-term survival.

Searching for items will be the lifestyle for some time, gathering the remains of food and water left by a once peaceful society. Weapons and tools can also be useful, but at a cost.

The night is a death sentence and not finding shelter before sunset means impending doom if ill-equipped. Organize your inventory well, you won't need every little thing you find during the exploration and bringing only what is necessary may be what prevents your death.

The world may be desolate, but you can still find new faces trying to cling to life as much as you do. Are you going to make a new friend or end the fight for resources?

Team



Francisco Lamelas
2D/3D Artist



Francisco Martim
Programmer



Ricardo Fernandes
Writer

Francisco Lamelas having already bet for the area of character modeling in Paradise Café: Renascença already entails experience in this area and as a way to expand his knowledge he has been assigned the role of creating the backdrops, since we intend to go for a minimally realistic 3D environment, which can be achieved more easily by someone who is already comfortable modeling. Also, he will have the role of creating a UI that fits the theme and looks visually appealing on all platforms.

Francisco Martim being the only one who knows how to work proficiently in javascript and being the one who developed the prototype and the idea of the game, is the only one and the most suitable to be the game's programmer.

Ricardo Fernandes Having been the head of Marketing and Game Writer at Paradise Café:Renascença, he got things like interviews for the "RetroMania" magazine, like getting the game into an art exhibition the "Bienal da Maia", like getting partnerships with bands and other artists so the group decided this would be the best position for him.

Just like he was good at marketing, he was also good at writing, being the main responsible for all the story and dialogues in the Paradise Café, and the group decided that the most competent person to occupy these 2 positions would be Ricardo.

Why this Project?

In the browser video game market two things happened to end them, there was a saturation of the market with super low quality games without any kind of quality control and one of the big points for the death of browser games was the disuse of the Adobe Flash platform that is no longer supported by most browsers.

Our game is being developed natively for the web without the need to use Flash or any other type of plugin. About the quality of the game and its quality control we are trying not to repeat the past mistakes and have a big focus on testing the game with each iteration made.

How does our game differ?

- Multiplatform

Many of the games are limited to 2 or 3 platforms (e.g. PC + Consoles), so our game aims to be present on all platforms, not requiring the player to have a specific platform.

- Browser game, No downloads

Being a "Press and Play" game, the player is not required to download or purchase a physical copy to enjoy the game, which also makes it possible for it to be played at any time as long as a browser can be accessed.

- Dynamic risk vs reward system

Everything the player does will take a cost of time, hunger and thirst, if the player gets hungry/thirsty they start to gradually lose life. If the player does not get to a shelter before time runs out the game will become exponentially more difficult, but the player can choose to continue outside and face the new dangers in search of items.

The weight system also comes into the equation as this affects how much time/hunger/thirst is used for each action in the game, especially combat as a lighter weapon doesn't take up as much inventory space but does little damage, and vice versa a heavy weapon easily defeats enemies but hurts the player's navigation.

- Unique experiences with each Playthrough

Due to the random nature of the world generation each match will be a unique experience, where structures, items, encounters, and combat will never be the same, creating a spirit of adventure and mystery.

- Buddy System

With the Buddy System we can have a companion (human or otherwise) to help us perform certain tasks and assist in exploring the map and searching for items, but we also have the responsibility of arming them and taking care of their health.

Contacts

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